The Legend of the Mystical Ninja™ is a trademark of Konami, Inc. Konami® is a registered trademark of Konami Co., Ltd. ©1992 Konami, Inc.
All Rights Reserved.

Konami, Inc.
900 Deerfield Parkway
Buffalo Grove, IL 60089-4510
Game Counselor Line: (708) 215-5111

KONAMI®

Printed in Japan

SNS-GG-USA

THE LEGEND OF THE MYSTICAL NINJA™

INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING! PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE GAME SYSTEM OR GAME PAK.

KONAMI, INC. LIMITED WARRANTY

Konami, Inc. warrants to the original purchaser of this Konami software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Konami software program is sold "as is," without express or implied warranty of any kind, and Konami is not liable for any losses or damages of any kind resulting from use of this program. Konami agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Konami software product, postage paid, with proof of date of purchase, at its Factory Service Center. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Konami software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE KONAMI. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL KONAMI BE LIABLE FOR ANY SPECIAL INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS KONAMI SOFTWARE PRODUCT. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

LICENSED BY

Nintendo

NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM, SUPER NES AND THE OFFICIAL SEALS ARE TRADEMARKS OF NINTENDO OF AMERICA INC.
© 1991 NINTENDO OF AMERICA INC.

Official Nintendo Seal of Quality

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

CONGRATULATIONS!

You now own The Legend of the Mystical Ninja for the Super NES,™ the action adventure starring Konami's newest heroes Kid Ying and Dr. Yang. We suggest that you read the following instructions thoroughly before confronting the dreaded Dragonbeast!

TABLE OF CONTENTS

INTRODUCTION/MYSTIC RULES 4
NINJA CONTROLS 6
HOW TO BEGIN/HOW TO CONTINUE 8
HOW TO ENTER PASSWORD 9
TEAMING UP/WARLOCK ZONE I 10
TOWN SHOPS 12
EMPLOYMENT OFFICE 16
WARLOCK ZONE II INSTRUCTIONS 17
PIGGYBACK ATTACK/
SPECIAL CONTINUE POWERS 18
WEAPONS 19
MASTERING JUTSU 21
YING & YANG JUTSU SPECIALTIES 22
SINJIN ITEMS 23–26
ENEMIES 26

RULES THAT GOVERN YOUR MYSTIC POWERS

Have you ever looked into the greasy eyes of a flesh eating locust? Or smelled his steamy hot breath? Well, my mystic friend, if you're not able to find the missing ghost princess, and return her to the town of Horo-Horo, that's the fate you'll face when the Dragonbeast unleashes his nasty plague.

Avoiding this grotesque tragedy will be no easy task. To do so, you must assume the role of either Kid Ying or Dr. Yang, the town's two guardian ninjas. Kid Ying (the punky little dude with the mop head) is a mystic ninja. Dr. Yang (the guy with the funky "stache") is his mentor and keeper of many mystical secrets. You can either go it alone as one of these heroes, or team up with a friend and tackle the ten Levels of the Dragonbeast together. Of course, no matter how you approach this quest, you must call upon all of your strength and wisdom to out-fight and out-think the wildest and most intense video adventure ever conceived by man...or Dragonbeast!

Now before you go running off like some cocky little mystic know-it-all, you'd better check out the rules laid forth by The Great Sukiyaki, king of all mystics:

RULE 1: *Most game levels (remember there are ten) are divided into two different Warlock Zones. In Warlock Zone I take on treacherous enemies whose minds are controlled by the Silver Serpent, the Dragonbeast's right-claw man. When you knock one of these bad boys senseless, pick up the gold coins or valuable sinjin items they leave behind. In this zone you must also venture into shops, tents and various places where you'll gather clues, learn new fighting techniques, buy vacation packages to different levels and make other critical purchases.*

In Warlock Zone II use the information you've received to solve problems. Also take advantage of your new attack skills to pummel more powerful enemies.

RULE 2: *With the gold you collect, buy weapons, food, and armor to increase your power, replenish your energy, and protect your hide. Capture Lucky the Cat, and increase your fighting skills. Who knows, you might suddenly find yourself on the attack with a special mystic weapon like the Yokohama Yo Yo.*

RULE 3: *Be sure to stop by the Jutsu School for the Mystically Gifted and take a lesson in the ancient art of self-preservation. Trust me. Without the knowledge of Jutsu, those locusts will tie on their napkins and sprinkle salt on your wounds.*

RULE 4: *If you knock heads with an enemy or if one gets the jump on you, your life line will be cut to ribbons. When it's been totally shredded, you'll lose one of your mystic lives. When all of your lives are gone...well, Chomp! Chomp! Chuckie!*

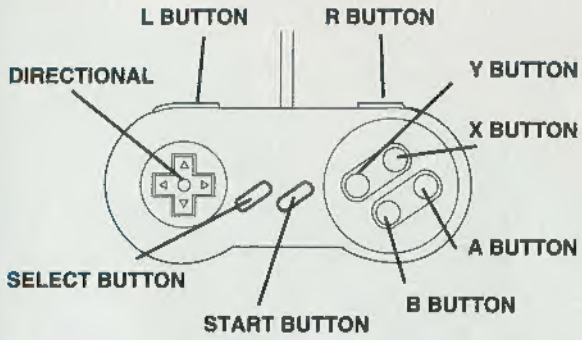
HOW TO CONTROL YOUR MYSTICAL POWERS

START BUTTON Press to begin and pause the action.

SELECT BUTTON Press to display the sinjin item screen.

DIRECTIONAL In Warlock Zone I (town scenes), press to move in eight different directions. After entering a shop or other place of funny business, press Up or Down to make a selection, then press the B Button. To exit a room press the X Button or Down.

In Warlock Zone II (action scenes), press Left or Right to advance or retreat. Press Up to climb ladders. Press Down to lie face down or climb down a ladder. Press Down and the B Button simultaneously to descend without a ladder. Press Up and the A or Y Button to attack upwards. Press Down and Left or Right to crawl in either direction.



A or Y BUTTON Press to attack.

B BUTTON Press to jump. Also press to advance dialogue screens. In a shop, press to enter your selections.

X BUTTON In Warlock Zone II (action scenes), press to initiate or cancel a Jutsu strike. The X Button can also be used to exit a shop.

L BUTTON Not used. Sorry, but you'll have to save it for a rainy day!

R BUTTON Press to switch from an ordinary weapon to a magical sinjin weapon. Remember, to keep track of your sinjin supplies, press the Select Button.

HOW TO BEGIN

(DRUM ROLE PLEASE!)

First insert the Game Pak into your Super NES, then turn on the power. Talk about the obvious! When the Title Screen appears, press the Select Button to choose either the One or Two Mystic Mode, or the Continue Mode, then press the Start Button. If you select the Continue Mode, you can either continue from the "end of the previous journey" or from the "logbook entry". Read on to learn the secrets behind these two mystical powers.

If you want to play the role of Kid Ying, use Controller 1. If you want to guide Dr. Yang, use Controller 2.

WHAT TO DO WHEN THE GAME ENDS

When your last life goes "kaput" you'll have the option of selecting END JOURNEY or CONTINUE JOURNEY.

Choose END JOURNEY and the JOURNEY'S END PASSWORD will appear. To make your selection, use the Select Button, then press the Start Button or the A Button.

Select JOURNEY'S END PASSWORD and the all important password will appear. Be sure to write it down. Remember, the password is key if you want to continue your journey without returning to the beginning the next time you restart your quest. NOTE: Even with the password, the only thing you'll save is your Jutsu powers. The sinjin items and cash you've collected will have to be re-acquired.

If CONTINUE JOURNEY is your preference, your quest will restart from the beginning of the level where you perished.

CONTINUING FROM THE END OF A PREVIOUS JOURNEY

After you restart your quest, you'll be given an option of where to begin. Here's where the password comes into play. If you enter the last password given to you by the Great Sukiyaki, you'll be able to restart your quest from the level where you last perished.

CONTINUING FROM LOGBOOK ENTRY

In one of the towns you'll find a shop with travel logbook entries. When you visit this travel agency the tour guide will give you the current logbook entry. Write this down too! Because you can enter this word and restart your quest from the location where the logbook entry was given to you.

HOW TO ENTER THE PASSWORD AND LOGBOOK ENTRY

Use the Directional to move the cursor and press the B Button to select each letter. If you goof, press the A Button or Y Button to delete the mistake. After you've entered the password or logbook entry, move the cursor to FINISH and press the B Button.

If you weren't a total ween-meister and managed to enter the correct word, your quest will begin again.

JOINING IN DURING PLAY...OR HOW TO TEAM UP WHEN THE GOIN' GETS TOUGH

A second mystic ninja may jump into the middle of a conflict even during the One Mystic Mode. All he or she needs to do is pick up the extra Controller and press the A Button.

Another gift from the Great Sukiyaki: If Kid Ying or Dr. Yang bites the dust while the other still has lives to spare, the defeated one will automatically get a new life from the survivor. Unfortunately, he won't inherit any of the survivor's sinjin items or cash reserves. Bummer!

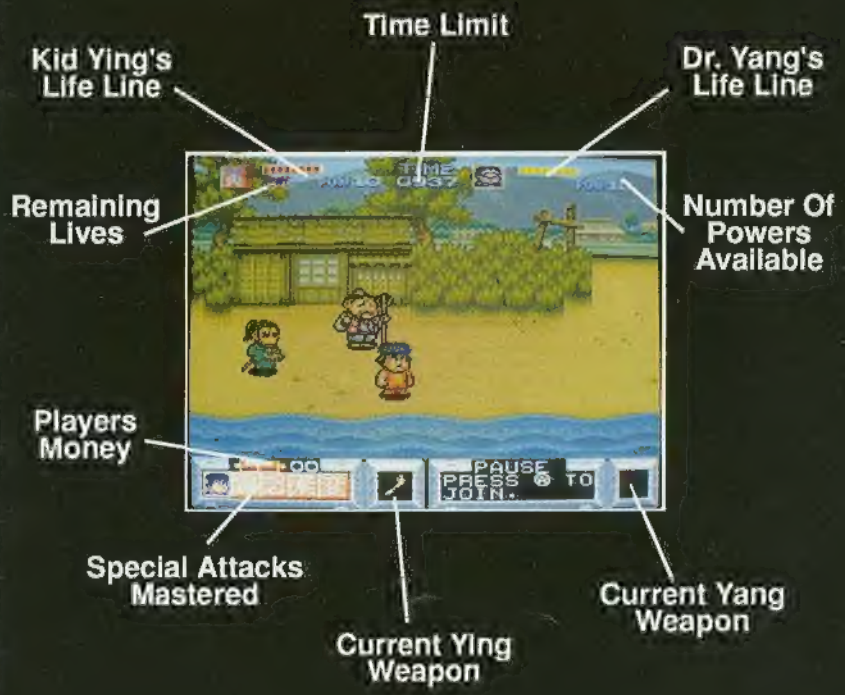
WELCOME TO WARLOCK ZONE I

BE SURE NOT TO MISS ANY OF THE TOWN'S TOURIST TRAPS (ESPECIALLY THE ONE WHERE THE PRINCESS IS BEING HELD)!

As you travel through this sleepy little hollow, you'll find yourself in the midst of an incredibly confusing maze. It's baffling. It's bizarre. And it will surely twist your brain into something resembling a raw pretzel.

There are lots of friendly looking villagers wandering about. But don't be fooled by their cheery smiles. These folks are out to stop you dead in your tracks. Remember, they're under the spell of the Silver Serpent, and they'll do everything they can to thump you upside the head.

You'll find a lot of town secrets hidden in the shops that line the streets. Not only that, but many of the merchants carry valuable clues as well as other surprises.



THE LITTLE SHOPS OF HORO-HORO

Thrills 'N Chills Travel Agency

Once you see their exciting brochures, you never know where you might end up.

Sammy Rye's Circus Side Show

It could get pretty freaky in here.

Yo Hammasan's General Store

He's always got a deal on protective gear and other sinjin items. (Cash only, please!)

The Lose-A-Filling Candy Shop

Here you can purchase candy that restores your life. Unfortunately, it may cost you a few teeth.

Irv's Char Cheddar Sushi Joint

Home of the world famous char cheddar sushi burger! Check out the menu, and you might also find Irv's life restoring chili. For late night snacks, there's also a take-out menu.

The Fortune Hut

Stop by Madame Psychopath's shop and find out what the future has in store for you.

Irv's Sweat Shoppe

Irv's a franchise kinda guy, and his sauna is the perfect place to clean the sushi from your fingers and relieve your chili stuffed belly.

The Flea Bag Motel

Not the kind of place you'd go on your honeymoon. But at least the maids are fairly consistent when it comes to replacing the soap. So stop by for a night and rest your weary bones.

Jutsu School for the Mystically Gifted

Here the ancient art of Jutsu is taught by the grand masters. Train well, my protegé, for without this power your odds of survival are slim to none. And we all know where slim went.

Lottery House

Choose your lucky numbers and earn a fortune in gold. Choose your unlucky numbers and watch the gold go ker-flush.

U-Betcha Resort and Casino

Talk about risky business. You can lose it all here or walk away with the bank. Rumor has it, the place is run by the Dragonbeast's henchmen. So watch your bet. To enter a wager, press Up or Down on the Directional.

The Travel Logbook Shop

Be sure to log in here, because only the "tellers" can give you the word of the day.

Frank's for the Memories

You really have to concentrate in this camp, as you select two face-down cards. If the pictures match, you score big. Blow it twice, and Frank will boot you out the door.

Fast Eddie's Horse Track

Select your favorite pony, then play your hunch and make a wager. Use the A Button and B Button to place your bet. Press the Start Button to get the horses off and running. (Warning: A lot of these horses are dogs. So watch out for nags or you'll be betting on future glue.)

Uncle Chan's Question Palace

When's the last time you had fun taking a pop quiz? Well, believe it or not, you'll have a blast answering bonus questions worth big bucks. Use the Directional to select from three different answers, then press the B Button.

HORO-HORO'S EMPLOYMENT OFFICE

Make money the old fashioned way...bust your tail for it! Seriously, when you're low on dough stop by here and one of the helpful (cough! cough!) employment counselors will line you up with one of three jobs:

Mole Extermination — Rabid moles will pop out in various places that correspond to your Controller. You must press the correct button at precisely the right time to capture one of these gold diggers.

Painting — Use the Directional to guide your paint roller. You must successfully paint a wall without dripping on any precious obstacles. Your pay is based upon how much space you paint.

Demondo Extermination — You couldn't find a more dangerous job even if you signed on with a bomb squad. Here the Dragonbeast has unleashed his alter-ego: Demondo The Magnificent! You must press the A Button at the exact moment when the "attack mark" reaches Demondo's head. As an added disadvantage, there is a time limit.

YOU'LL GET PLENTY OF ACTION IN WARLOCK ZONE II

When you reach the second half of certain levels (if you reach the second half of the level), you'll confront the Dragonbeast's Supreme Trapolas. If you're truly a mystical ninja, you'll be wise enough, quick enough and strong enough to overcome fearsome forces using your Jutsu powers. Also know that other special powers are at your command in these zones, but once again you must read on to learn how to take advantage of them.

HOW TO PROCEED IN WARLOCK ZONE II

Before entering the second half of a level, you'll meet a mystic spirit. This spirit is often a forest guardian like the raccoon bear from the land of Sikoya. Don't fear this furry woodland creature, for he is your friend (how sweet!) His objective is to ask whether you want to enter the zone solo or go in fighting as a team. If you answer GO TOGETHER you'll double-up against the Dragonbeast's army.

If you're attacking in the GO TOGETHER Mode, many options will be at your disposal. One of these options is the ability to transform into a magical mystical spirit. This automatically occurs when one of your lives is lost, and you return to the action as a translucent flying ghost.

When you're in this mode, no harm can come to you. It's a great way to conserve your lives while your partner risks his. Of course, you'll owe your partner a lot if he takes it on the chin while you're buzzing around like a spazoid bee.

To return to normal press the A Button.

HOW TO INITIATE THE FIERCE PIGGYBACK ATTACK

When you're teamed up in a second Warlock Zone, you can call upon your mystic strengths to initiate a move that's known by all great warriors as the legendary piggyback attack. Don't laugh! It's a little known martial arts move that has evolved over the centuries. If used properly, it can totally confound even the wisest enemy.

To begin a piggyback attack, one player must lie down while the other jumps on his back. The top player will then concentrate on attacking, while the bottom player uses all his might to carry the team forward. To end a piggyback attack, the player on top simply jumps down. NOTE: Jutsu cannot be used when piggybacking.

THE SPECIAL POWER THAT ALLOWS YOU TO CONTINUE IN A SECOND WARLOCK ZONE

If only one person is playing, you should capture the Ebony Elephant. That way, when you lose your final life, you can return to action from the point where you found the elephant, instead of at the very beginning of the zone.

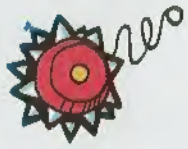
THE WEAPONS THAT WILL HELP YOU STRIKE AT THE HEART OF A WARLOCK ZONE

Kid Ying and Dr. Yang can carry two different kinds of weapons: standard mystic attack weapons (which can be used anywhere) and special Jutsu attack weapons (which can only be used in Warlock Zone II). Standard mystic weapons include the weapon you have when beginning the quest, and flying weapons which you can purchase at your local mystic store. If you're the proud owner of a flying weapon, you can kick it into high gear by pressing the R Button.

KID YING'S STANDARD MYSTIC ATTACK WEAPONS

Not So Peaceful Pipe

Extended Not So Peaceful Pipe



The Yokohama Yo Yo

Lethal Coins

Boom Boom

DR. YANG'S STANDARD MYSTIC ATTACK WEAPONS

Mega Flute

Pan Flute
(And you thought Zamfir was the master of it!)

Shooting Stars

Party Whistle

Boom Boom

BEFORE FIRING YOUR WEAPONS, YOU'D BETTER CHECK OUT THIS PARAGRAPH

Going from one standard mystic attack weapon to the next is a tricky task indeed. To do so, you must capture Lucky the Cat when he appears. Unfortunately, his luck will run out if you're trashed by an enemy.

Another hint: each time you fire a coin or star (by pressing the X Button), you'll be throwing away some of your money.

MASTERING THE ART OF JUTSU

Becoming a "Jutsu Master" is simply a matter of practice. Heck in 100 years or so, you should reach that level. Until then, you can at least claim the title of "Jutsu Mystic", which is saying a lot considering only 1 in 10 ninja's has ever accomplished that feat. So remember to locate the Jutsu training center, where you'll learn from the real masters.

You can only use your Jutsu powers in Warlock Zone II and only for a limited time period. To find out what Jutsu powers you've acquired, PAUSE the game. This will reveal a screen showing your powers. Remember for every 10 Dead Pond Scrolls you collect, you'll be able to use your Jutsu once.

To use one of your Jutsu moves, press the X Button.

NOTE: As you go forward into different levels of the Dragonbeast, you can obtain more than one Jutsu power. To switch from one Jutsu to the next, PAUSE the quest and press your Directional Left or Right to make your selection.

KID YING'S JUTSU POWERS

The Strike of Rage
This will send shock waves into the air. Talk about knocking the socks off an enemy!

Tiger Terror
Lets you call forth the Saber Toothed Psychedelic Tiger. Together you can chew up and spit out anyone who gets in your way.

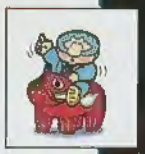
High Falutin Hero Mode
You can really get the drop on the Dragonbeast with this move.

Ying the Lion Hearted
Guess what your main weapon is now...Yep, your mane!

DR. YANG'S JUTSU POWERS

Dance of the Sakura Swordsman
Transform into Dr. Yang's alter ego and crush the enemy with your twinkle toes.

Terminator Cow
Join Bessy the heartless holstein and put the big stampede on the Dragonbeast.



Whap-Whap-Whap-Whap-Whap!
A move that was inspired by the famous kamikaze pilot Mei Krazie.

Frenzied Foo Foo
Don't let this move fool you. You'll be amazed by the damage a tutu can inflict if used properly.

MAGICAL SINJIN ITEMS.

(MUST FINDS FOR ANY WOULD BE MYSTIC!)

You'll find these items in some of the town's finer stores. It would be wise to spend your discretionary income on these new styles, since they'll reduce the amount of pain an enemy can inflict.

The Latest Protective Fashions from Paris

Straw Hat
It won't get you into the hottest clubs, but it will prevent you from getting minor headaches.

Straw Coat
Very popular in Hawaii. Of course, the only things they have to fear are volcanos and rotten pineapples.

Manchurian War Wig
Think of it as protection for the middle class.

Vest of Honor
See. You can have a chest of steel without pumping iron.

Samurai Helmet
The premier way to prevent migranes after being thumped on the head.

Imperial Armor
Maximum strength protection for the ultimate ninja warrior.

HERE'S TO YOUR HEALTH AND WELL BEING!

The following sinjin items are cut from the Illusion Stone, which is located in the land of the great mystic warrior Okinawa Jones.

Char Cheddar Sushi Burger
Irv imported these delicacies to replace his fried squid combo. But he soon realized they had magical powers. So now they're just sort of floating around, waiting to give you extra zip and zing.

World Class Track Sandals
Buy a pair of these at your local shoe emporium and you'll go from 0 - 60 in under ten seconds. Buy a second pair, and you'll qualify as a finalist in the world's fastest sprinter competition. *NOTE: Once you exit the first level of the Dragonbeast, their powers will slow. They will also disappear if you're injured.*

Plain Pizza Slice
It may sound bland, but choke on one and your life will never be the same.

Double Cheese Pizza Slices
They'll give you a kick in the pants and light the fire in your belly.

Hour Glass
Don't let this sand slip through your fingertips. Because you may not be able to increase your time limit again anytime soon.

Single Scroll

Triple Scroll

Five for One Scroll

The Dead Pond Scrolls
For every ten scrolls you collect, you can use your Jutsu power once. So troll for scrolls and capture as many as possible.

Baby Boomers (value 3 bombs)

HAPPY BOMBS

The Big Bang (value 5 bombs)

Heart of Hearts
It restores all of your life. You just can't beat it!

Lucky the Cat
He has the power to transform your standard mystical weapon into a more devastating device.

Goldie the Cat's Meow
Slip a noose around this frolicky feline and your life line will double.

Bonus Mystics
Find one of these magical charms and you'll receive an extra life.

The Sinjin Book of Ancient Dialects
Contains mystical notes that will help you translate foreign languages.

The Dragonbeast's Passcard
This is your key to entering otherwise restricted areas.

Pasquale's Power Pot
When you find one of these sinjin items, smash it to bits and receive a surprise gift from the Great Sukiyaki.

SOCIETY FOR THE PRESERVATION OF THE DRAGONBEAST

Before you accept the mystic mantle, get to know the foes you'll be facing. They're a tricky bunch and you never know what's up their sleeves. One thing for sure...they won't shed any tears if you crash and burn.

Warlock Holmes

Toga Pooch

The Great Octopus and His Long Arms of the Law

Papa Guru's Masked Men

The Terra!

Tanaka-U-Out

Shogun's Ghost

Sumo Tag Team

Captain Trickster

Mister Kabuki

The Carp Meister

Weenie the Warped Wobot

Tora I & Tora II

Ninja with an Attitude

Dear Deer (could cost you bucks!)

Mrs. Tea

Fur Man Chu and His Pal Crabby

BONUS BABES

Befriend one of these nice ladies and you'll earn bonus points. On the other hand, if you're not a courteous game player they could cost you plenty

Miss Prissysan

Ginsu Granny

Ramona Kamona